

A WARPSTONE PUBLICATION

# LEGION

issue three – july 2002

## HELLO

Welcome to issue three of Legion, the newsletter that contains those articles we just haven't got the room to put into the pages of Warpstone itself. This time around we have a look at Richard Martin's artwork, a reprint from an out-of-print Warpstone, an alternative plot for an Warpstone scenario and other stuff. The articles contained in this issue highlight why we started Legion. We hope you'll let us know what you think.

## OVERDUE BOOKS

By Richard Iorio II

We printed a selection of tomes in issue 14 in the article *Between the Lines*. Here are a couple more we left out for reasons of space.

### *Berger's Law Dictionary*

First published in 2402 by the lawyer and scholar Konard Berger (2362-2452), this work is the foremost authority on legal terms and definitions. Now in its 6<sup>th</sup> edition, *Berger's* is the one source that lawyers and students can turn to for legal definitions.

Berger was a lawyer of great renown in Altdorf, and his clients could be found not only in the Empire, but in Tilea as well. His dealings with various legal systems led him to define the terms and practices commonly found in the courtrooms at the time. However, he went further than this, also researching old terms and laws in order to provide a more comprehensive history.

With the 6th edition the publishers, *The Witzenberg Group*, have included Estalian, Bretonnian, and even Sea Elf terms. The work is found on every lawyers desk, and in every law school.

Measuring 10" x 8", the work is cloth bound and the five hundred type set pages are sewn to the spine. The binding is loose, and many copies are missing pages. Lawyers complain that every year or so a new copy must be bought due to the number of missing pages. A solid work, but really only useful for lawyers or students of the law.

Editors: *The usual suspects*.

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**Game Note:** Like all the Witzenberg Group publication, this is written in *Classical* and is invaluable for lawyers. Any lawyer who uses this work gains a +10 to *Law* tests. This is a *common* work, but like all of the Witzenberg Group's books is very expensive. Generally, this book sells for a hundred Crowns, but lately a black-market has been discovered. Many of the Witzenberg Group's warehouses have been robbed, and these books have been found for sale at half the price. The publishers are angry, yet lawyers are surprisingly slow to offer their support. Mutterings suggest that this is only just desserts, after the daylight robbery of the prices charged up until now.

### *Langenburg's Cyclopediea*

Published in 2489 in Nuln, the *Cyclopediea* is a bestiary written and conceived by Lou Langenburg. Though he possessed no University ties, Lou was an explorer and hunter who tracked all manner of animals and beasts in the southern part of the Empire.

The work lists over four hundred types of animals, plants and monsters. Each entry is accompanied by sketches and information. Background on the numerous animals and plants is accurate, but the entries for 'monsters' are often comical to those with experience of them. The fact that halflings, gnomes and Dwarfs are listed as monsters caused an outcry from their respective communities. Many adventurers starting out for the first time have been known to consult this. Indeed, one possible scenario hook would be to have the PCs update the book through trial and error.

This is a relatively unimportant work, and can be found among many private collections. University libraries have pulled this from their shelves because of the many errors. The book measures 15" x 12", and the binding is a simple thick paper one. It is a cheap binding, and many argue this suits the work.

**Game Notes:** This work is not significant in any way. There is so much wrong with this book that any PC who tries to use it to discern information about 'monstrous' flora or fauna must make an *Intelligence* test at -10 to discern anything useful. Should they fail this test by 30 points or more, then the information they gather will be wildly inaccurate and potentially dangerous. This work is *common*, and inexpensive to buy at ten Crowns.

# THE ARTIST'S NOTEBOOK

## A Look at the art of Richard Martin

Artwork has always been very important to Warpstone and here we take a look at some sketches from Richard.



A Necromancer from issue 10. Like all sketches Richard works changes little from sketch to final version. The major difference here is the lack of two ornate rings and the "reserve" of the arm.



Cleric of Morr from Corrupting Influence.



Ghoul, also from issue 10.



Two more necromancers. The one on the left was on the cover of issue 10 and one of the most popular. Note the symbol sketches to left of figure. These are for the brooch at the front. The figure above is from issue 15.



Two sketches of pictures from Chart of Darkness.

# AN EXCHANGE OF LETTERS

By Tim Eccles and Leif Ulrich Schrader

The following exchange grew from a letter originally written to Warpstone by Lief. We have decided to include some of the exchange between Leif and Tim (who wrote the article that Leif commented upon) as it raises a number of important points, all of which deserved to be made public in order to enable further debate. Give us your thoughts on this issue.

**Leif:** I was a little surprised, to say the least, to find the words, “tell that to the Freikorps”, in Timothy Eccles’ article (*The Correspondent Warpstone 16*). Probably neither Tim or Warpstone are aware of it, but Freikorps were a radical right-wing movements in Germany between the first and second World War. They played a significant role in the political and physical terror against republican politicians. They later became Hitler’s SA troops. Although this is tasteless enough, it is even more tasteless when you consider that the phrase “Erzähls den Freien” (which translates as “Tell the Freien” – a reference to Freikorps) was a request to denounce someone, so that the Freikorps should put them under pressure - i.e. threaten or even assassinate him. My point of view may appear to be rather sensitive, but I do not think that such a reference has any place in a roleplaying publication.

**Tim:** The use of real world material in a game always runs the risk of offending those who experienced events or believe that they still live with the repercussions. This is often utilised by nationalists who simplify historical events and lay claim to them as tools in modern debates. The film *Braveheart* is a perfect example, being historical rubbish, but appealing to anti-English Scottish sentiment. I make no apology for utilising history as a source for deepening the worlds in which I game, and I do not accept that individual (or group) perspectives upon those histories negate their richness in source material for a fantasy game. Moving on to the specifics of WFRP, Games Workshop (to my mind) has always utilised what might colloquially be described as fascist ephemera within its games. Whilst this might be most obvious within the worrying (and this is an issue in itself) Warhammer 40K, WFRP clearly retains similar overtones within its dark and gothic setting. I see nothing wrong, in principle, with this, assuming that these issues are set in the appropriate social, economic and political settings. Simply wishing away evils will not work, and RPGs are educational as well as entertaining. Indeed, I am surprised at such a viewpoint from someone who included a paedophile NPC in a series of characters that he wrote up for the WFRP e-mail List. That, for me, suggests that we agree that unsavoury aspects of the real world are valid topics for a game world, subject to their appropriate contextualisation. I have always viewed The Empire as capable of the same forms of nascent racism that found root in Germany, and which may form such fertile ground for development of those same ideas. The fact that I use such things by no means implies my support for them; rather I portray them as unsavoury groups that the PCs would find reasons to dislike instantly. Racism is, in my view, a suitable subject to cover in RPGs, and is already apparent in WFRP - Dwarfs are racists by definition, as they have animosity to Elves.

I also disagree that the Freikorps equate with the Nazis. That is a very naïve assertion. True, the freikorps were right of centre militias derived from disbanded army units fighting against the leftists who replaced the Kaiser after the First World War. However, this group was fighting in what I would

describe (in a Marxist sense) as a defence of their class, rather than for any aims that later became associated with the Nazis. To be equally simplistic, they tended to be fighting to retain the existing (Prussian) order of the Kaiser, and certainly had no sort of social revolution in mind of the sort envisaged by Hitler; indeed, they would (at this time) have likely fought equally against that. However, to suggest that a group fighting in 1919, after seeing their future and class privileges overturned by defeat, then disbanded and became the SA in 1933 is a rather tortuous piece of logic. Stretching my use of the term to a particular Germanic phrase is simply unreasonable. More, to most readers, “tell it to the marines” is a much more likely origin for the quote than Leif’s rather convoluted assertions that it has its basis in Nazism. In fact, this was precisely my intention. In the UK and USA, the phrases, “go tell it to the marines/ police/ etc”, are reasonably familiar.

WFRP covers many unappealing facets of human history - feudal despots, uncaring merchant capitalists, mass slaughter and warfare, racist pogroms (against ‘chaotics’) - and to pick out my use of the term “freikorps” which I have taken simply from a post-World War 1 postscript is highly unfair. Indeed, for what it is worth, the word is even in my pocket English-German dictionary as ‘volunteer corps’ - which is precisely what the group is. I accept that as presented in the article there is no context for the group, but they are, in my campaign, pretty much what the freikorps were: a group of privileged individuals seeking to defend that privilege. One of the things that I like about WFRP is its reality, and sadly that includes all sorts of prejudice - as discussed in a Correspondent article of mine. The freikorps are simply a product of Imperial social relations, just as in real life they were a result of the collapse of Germany in 1918.

**Leif:** First of all I was not simply offended by a reference to a (more or less) racist and anti-semitic organisation or group. This is, in my opinion, tasteless - but then the term “Untermensch” is, as I think Graeme also stated (*Warpstone* issue 14), equally tasteless. When Tim makes a reference to the NPC I have created I agree that it may appear to be inconsistent on my part. However there is a major difference between paedophilia and the above-mentioned issue. A paedophile is a person with a social defect (although the ancient Greeks may be an example of a different point of view). He or she may be a criminal, or may not, but in any case it is, unfortunately, a human defect. What has happened between 1933 and 1945, however, is not a mere crime. Without going into the discussion of the singularity of the holocaust, it certainly is beyond a crime. I would have no problem describing murder, and this is done in almost all role-playing games, but I would have problems with a parallel of the holocaust.

You say that role-playing has something to do with education. I completely disagree here. Role-playing games are, as the name suggests, games and not education. There is also, in my opinion, not much that can be learnt with the help of this distorted version of Europe in the late Middle Ages.

Another point Tim raises is that the term “Freikorps” is, when translated, quite harmless. I agree and I also agree that a word itself is neither good nor bad, but neutral. But our allusions transport the idea of a word. National-socialism is quite harmless as a word. Literally, it simply means ‘socialism within a nation’. And many people who believed in National-Socialism during the Weimar Republic had nothing to do with what happened after 1933. However, the Nazi-regime has tainted this word. And just because the word itself is neutral and because many people who called themselves National-Socialists during the Weimar Republic were followers of what later became the biggest disaster of Europe, you would not seriously suggest that you would give that name to a group in WFRP (please correct me if I am wrong).

Tim says that I “torture” logic and history by saying that the “Freikorps” where the predecessors of the SA. To cite from Chambers Dictionary of World History: “Formed in late 1918 and 1919... the Freikorps played and equivocal and often violent role in the early history of the Weimar Republic... and engaged in a campaign of terror and assassination against prominent republican figures as well as attempting to topple the republic in the ‘Kapp Putsch’ (1920). Despite their official dissolution in 1920, the Freikorps maintained a clandestine existence and were involved in Hitler’s failed 1923 putsch. Subsequently quiescent, many Freikorps officers later resurfaced as leaders of the SA.” I think that this hints at a direct connection between the two organisations. Calling this a torture of logic or history seems a little daring.

**Tim:** Obviously, the bottom line is that I had no intention of offending anyone with an article. The quote Leif refers to has its roots in an Anglo-American saying and not a German one at all. I quite strongly believe that this is a completely different situation than that of Untermensch, which I think is worse than tasteless. In fact, I disagree with almost everything Leif says. To suggest that a paedophile might not be a criminal could be taken to be equally tasteless. I recall a university academic in Wales being sacked for suggesting something far less radical about paedophilia. I have never mentioned the Holocaust, nor would I, but I do maintain that racism is an integral part of WFRP. In addition, one of the defences of RPGs against the ‘moral minority’ and religious book burners during the early years of my gaming was precisely that it was educational. Many people base their WFRP campaigns upon excerpts of history that they go and read up on. As a *Chivalry & Sorcery* and *Harn* player, I am doubly in disagreement with the statement. I’ll certainly defend RPGs as educational, and continue to deepen my own games on that basis. Leif accuses me of being daring in my own logic. With reference to the freikorps, the fact that individuals later joined the SA does not alter the original premise for their existence. Equally, that many worked towards the 1923 Putsch simply shows that they saw their interests served in that way, not that they were Nazis per se. Whatever else he may have been, Hitler was a canny politician, able to twist other people’s desires

and fears to his own ends. Also, I'd strongly contest the notion that the Chambers offers definitive proof on the point.

**Leif:** It was never my intention to suggest that you wanted to offend anyone.

The quote may have its roots in Anglo-American usage; I have never said that it did not. However, it also has a connection to Germany and you have (and I believe that it happened by chance) used a phrase that has a negative allusions, to say the least, for German speaking people.

I still state that a paedophile is not necessary a criminal. A paedophile is a person with a sexual desire towards minors. He only becomes a criminal when he commits a crime. If he rapes, abuses or molests a child (or an adult), he is a criminal. He may, however, need psychological treatment in order to prevent such crimes. However, I completely disagree that someone is a criminal only because he has certain feelings, emotions or desires. When I think that I want to kill anyone, am I a criminal? No, neither in Germany nor in Great Britain. I only become a criminal the moment I commit the crime. Any other answer would be unbearable and would eliminate any kind of freedom - and not only the freedom of thought.

The fact that someone was sacked for something, as you say, "far less radical", should not be confused with crimes. A person can get sacked because he has neglected his deeds; is he then a criminal?

I have never said that you have mentioned the Holocaust. All I wanted to state, and I am sure that you know this, is that there is a difference between describing a crime, such as murder, or opinion, such as racism, and describing something that consisted of such things. Is it okay to describe murder? Probably! Is it okay to describe racism? Probably! But it is okay to create a parallel to the holocaust, even if it was a combination of racism and murder (but of course much worse than a mere combination)? Certainly not!

If you want to use roleplaying games in an educational way, this is fine by me. You can make soccer an educational game if you want to. But the game itself is, in my opinion, not educational.

**Tim:** The problem with this argument is its cultural specificity. I agree with Habermas that German people have specific responsibilities for the Holocaust, just as British people have for the Empire and (for example) Ireland. However, there is little I can do when writing with an acknowledged widely understood English term, in English, that it might cause upset to a German audience - or indeed to a Japanese, Somali or Martian audience. I still think you are over-reaching yourself to say that my phrase equates to the phrase you offered. Again, it's a matter of information. I don't know German, so don't know the phrases you do. Being accused of using offensive terms, when translated into another language and context is, in my view, simply not valid. This is an English article, utilising a piece of 1919 history and a well-known saying for a FRPG.

With reference to the convicted paedophile, "thinking" might indeed be illegal inasmuch as such a person would have to *prove* that whatever they were doing is innocent - walking past a school, standing on a street corner, visiting a corner shop, or talking to a kid might immediately lead to re-conviction. Also, talking about it, looking at pictures, etc. are also all crimes. Nor is "killing" instantly a crime. Soldiers did it all the time. Officially most Germans - and most Nazis - were innocent of murder. "Following orders" was deemed an acceptable defence for many. And a recent exhibition and

discussion that suggested that the Wehrmacht was culpably guilty, rather than an unwilling tool of the Nazis, was very unpopular with many Germans, was it not? Indeed, on certain housing estates in the UK, one would undoubtedly be safer being an ex-Nazi than being 'different' and thus assumed guilty of being a paedophile. Last summer we had vigilantes beating up people that they decided - without evidence - were paedophiles. Innocent people were burnt out of their houses by their neighbours. This is an example of cultural specificity. Many English readers of your comment would find that tasteless or worse, whether you meant to be or not, and whether you were intellectually correct or not.

This is a difficult problem. We have had films about the Holocaust, whose aim was to make money. We have museums about the Holocaust, whose aim might be to educate, but also to make money. I'm not sure that one can be quite this definitive about not using 'holocausts' in RPGs, though I personally would not do so. I do agree that the Holocaust is a unique event that should not be taken as anything other than it was. Still, I am one of those who regard what the Germans did in South West Africa at the start of the last century as a holocaust, and I am concerned that the Holocaust is accorded more importance than many African genocides, simply because Africans are black. I see very little difference between genetically cleansing Africans and doing so to Eastern Europeans. I hastily point out that you are not suggesting this, but I personally think Germany should answer to the Africans as much as it answers for the Holocaust. Just as we British should answer for slavery, what happened in Ireland and the like - though as a very generalised comment I tend to regard the Empire as primarily paternalistic rather than anything more sinister. From a RPG view, I could envisage having some rather unpleasant activities confront the PCs in *Twilight 2000* and the like - slaughter of civilians seems a part of modern wars, and hence of games that represent them.

At the end of the day, I cannot do anything about offending other cultures that I do not understand, beyond being as careful as I can be. Within an English-speaking audience - which is the market for Warstone - there was nothing to cause offence or be tasteless. How something translates is beyond my control, and also subject to the imprecision of the individual language and person involved. I have asked some twenty people, and none saw anything remotely wrong. Language being what it is, I cannot be held responsible for how any individual might read anything that I write. I can only definitively know what I mean to write, and do my utmost to ensure that it is done accurately. This, in my view, I have done, and I still believe that your extension of the phrase is not supported by my own statement. I am using freikorps as volunteer militias, as defenders of their class and of the divine right of nobility. They are clearly embedded in a WFRP context in my mind. I do refute that it is tasteless, because I do not accept the inference you draw.

**Leif:** I do agree that Germans have a very special and quite sensitive attitude to whatever happened on the way to the so called "Third Reich". Such an attitude is understandable after what Germany - both its leaders and, especially in the Second World War, some of the so called common people in the ranks of the German army - has done during the first half of the last century. And in contrast to other nations, the thorn sits deep in the German mind. There are very few, as far as I can recall, discussions of the British role in the Boer Wars in Britain, and the USA do not have similar problems with the events during the time of slavery.

Maybe I am over-reacting, but I am certainly the wrong person to determine this. I do not "blame" you for missing the meaning of the phrase for a German speaking audience, especially since there may be not too many German readers in Warstone's audience, and perhaps even fewer who know about the meaning. However, the whole 'difficulty' could have been avoided by not using the term "Freikorps", since this term is the trigger. Another name, like Freischar (which basically mean the same), may have been more appropriate. Such a neutral term would never have carried the "taint" of Freikorps.

You are speaking of a convicted paedophile in your reply, which I wasn't. Still I do have a problem with saying that even a convicted paedophile is committing a felony or misdemeanour when he thinks about it. Besides the obvious difficulty for the British Criminal Prosecution Service of proving it, this would be something quite diametrical oppose to around 1800 years of legal tradition. Looking at pictures of child pornography is also a crime in Germany. In fact the possession and distribution of it is a punishable offence. Still when I wrote about paedophilia, I was only talking about a paedophile - that is, a person that is sexually attracted towards minors. You, however, are talking about a convicted paedophile and, in the second case, about circumstances that are punishable per se and not only in connection with paedophilia.

"Following orders" may under special circumstances be an excuse (not a justification) for an offence. Besides there are of course various grounds on which murder is justified (most notably self-defence). This however does not weaken my argument, that thinking about killing someone is not an offence. It becomes punishable when the person has crossed the line and made an attempt. There are very few crimes in Germany that are punishable even at the stage of planning it (e.g. preparation for an aggressive war).

The so called "Wehrmachtsausstellung" was very popular and I do not question its basic statement, that soldiers of the Wehrmacht did participate in war crimes, the holocaust and the systematic execution of civilians in the occupied territories.

I am full aware of the reactions in Great Britain towards the "News of the World" story. This reaction can also be seen in the "Little Rascals" trial in Carolina or the Worms-trial (a town, not the insect) in Germany. But I would never ever put myself on the same level with the people lynching others. These people were committing a crime and should be punished. I understand that no one wants to live near a person convicted of child abuse, but does this give them the right to do what they have done? I was trained as a jurist and passed the first state examination, therefore my background is different from most people in Germany.

I agreed that RPGs can be educational. I do not think that they help kids to read and write, since the two are vital for playing and you have problems with playing RPGs when you are illiterate. It can help with social skills. But being a follower of, say Ms. Britney Spears, can also help one to socialise. Every activity that involves more than one person can help you to socialise. Creating structured discussions, researching in-depth detail etc. can all be developed in RPGs, but this depends very much on your personal style of playing. I have seen people that role-play who are very unlikely to ever gain these skills in this way.

I agree that you cannot possibly avoid any kind of misunderstanding. However you can try to do so. In this case, all that would have been necessary was to avoid the term Freikorps and replace it with a more neutral term like Freischar.

# TWO HEADS ARE BETTER THAN ONE

## Alternative Headhunters by Robert Rees



I enjoyed the scenario "Headhunters" in Warpstone issue 14, but felt it contained a few weaknesses. The issue of a wife not recognising her husband immediately struck me as a difficult one so I felt the need to add a bit more background to make the whole issue more plausible. Really the issues I think need to be addressed are whether Karl's true son would not realise that his father had changed? Would he stand by the impostor if he did know? How would he feel about his half-siblings and particularly his mother if he discovered the truth? Here is my take on it. You will need to refer to the original scenario for details of the various people involved and the basic outline of the plot.

### Head of the Family

Annett was initially in love with Lucas but was bullied by her family into marrying the heir, Karl. Although she played along like the good daughter she was always bitter about the affair and still carried a torch for Lucas. When Lucas was brought home by the prison guards, she was shocked, but saw a way to have her revenge and end up with her real love.

After Karl was executed Lucas collapsed with relief, guilt and physical exhaustion leading to a number of months closeted away in a delirium. During his recovery Annett coached him about being "Karl", teaching him all the necessary knowledge by rote.

This had one slightly unforseen circumstance in that at the end of it all Lucas genuinely believed he was Karl. His injuries prevented him from returning to the soldiering career and he quietly turned to his family trade. The town council at this time discreetly purged references to Lucas (who in his youth was as prominent and well-regarded citizen as his brother). Out of respect for "Karl"'s feelings the local citizens rarely mentioned the "traitor" and Lucas passes out of memory.

Siegfried is the only person who suspects something is wrong. Being only a child there was little he can do and the family servants try to tell him that men often change when they come back from the wars. They think that Karl's different demenour was due to the shock of the betrayal of his brother and "bad nerves" after his collapse.

Time passes and Annett and Lucas have two further children who go on to run the business as Annett and Lucas age and sicken. Siegfried however is more convinced than ever that "Karl" is not his father, after talking to veterans of his father's army he hears of the massive stomach wound that Karl suffered on his last campaign (the shoulder injury being a little too subtle) and decides that he has to know. He spies on his "father" and finally discovers that "Karl" has no such injury.

He confronts Lucas and Annett, Lucas (who genuinely thinks he is Karl) is deeply wounded by his son's accusations and only Annett's pleading stops Siegfried from creating a massive scene in the town. Instead he quits the town disgusted by his mother and wanting to avenge his father. Lucas cuts him off from the family for his "madness".

He later returns in disguise (he colours his hair, grows a beard, affects an accent and so on) as the head of a wealthy merchant house many years later. He is careful to avoid Annett but his half-siblings seem not to recognise him (they after all are quite a few years younger than him and have not seen him since he departed). He decides to woo Anne and marry her, recovering his inheritance hopefully killing his uncle with shock and breaking Anne.

With Annett's death Siegfried is about to put his plan into action when he hears of the ghost haunting the family house. He decides to wait on his plan and hopes to discover whether this is truly the spirit of his lost father (who he has obviously come to idealise).

This version of Seigfried is quite nasty and it rather depends on

whether you are happy having an NPC who is willing to seduce his half-sister (and belief he is right to do so) in your game or not. I have decided to go with a bitter, vengeful and angry character but you could also have a complicit Siegfried, an understanding Siegfried or just a fairly stupid one who doesn't realise anything has changed.

The thing I liked about having Siegfried as this subtle, sinister character is that the group really have to make a choice about what they are going to do about it as they will have the power at the end of the scenario to ruin either Siegfried or his sister. If you start off with PCs as employees of the family then obviously this choice is really going to have a big impact on their future (particularly as whoever wins might want those who know the truth out of the way).

### Heading in a Different Direction

While running this variation in an improvisation at Dragonmeet 2000 I decided that as it was a one-off the PC's would be employees of the Reuters who (by chance) happen to be the first people to encounter the ghost. They are thereafter charged with discovering why it is haunting the Reuter household.

The PCs joined up when Anne was taking control and take their day to day instructions from Magnus. They know from some of the older employees that Karl also had a prodigal son who left under a cloud after quarrelling with his father. They have never met Siegfried however and have only glimpsed the elusive and ailing "Karl". Similarly they may only have caught glimpses of Annett before her death.

The result had an interesting "Hamlet" feel with Siegfried as a brooding, vengeful character literally haunted by his dead father. The PCs on the other hand were almost like the clowns Rosenkrantz and Guildenstein, essentially humorous, marginal hangers-on within the family slowly uncovering the family's dark secret and the bidding of the unsuspecting Magnus. It felt both darker and yet more humorous than the original "straight" material, the conclusion is also sharper due to the strength of feeling on all sides and the consequences of the decision.

### A Final Detail

I also think it's a bit difficult to explain how a nearby village has a tradition of playing "football" with "the traitor's head" without anyone in the town having heard of it. Perhaps it was actually held by some secretive gentlemen's club as a macabre trophy. Another more hidden tradition might be used instead, perhaps it is in the "Black Library" of a cult or part of a collection of historical oddments from the town's history held in the headquarters of a local guild.

It is important that the head be hidden from public view and also difficult to acquire without explaining the situation to the owners (or at least being able to substitute a convincing facsimile). It is also good for an ongoing game if after having given up the head the former owners have some possibility of exploiting the incident to gain various favours from the Reuters family.

### Conclusion

"Headhunters" is a great scenario and is the kind of material that you subscribe to Warpstone for. Its central conceit though is a little hard to swallow. The suggestions above plug the gap but put a darker complexion on things. Take your choice or use both sets of material to create your own view of the haunting but whatever you chose make sure you have fun playing it.

I am really quite excited about the idea of seeing this "alternative" in Legion as I hope it will lead to more of the great writers that read Warpstone contributing alternatives to various scenarios, articles and cameos. If everyone pitched in two pages of additional ideas for scenarios then it would ensure that scenarios could be reused for campaigns in slightly different circumstances and that any player who happened to read a scenario could never be a hundred percent sure of what was happening and what combination of possibilities the GM was using.

# NO WAY OUT

by John Keane

"At last" thought Daedalus Kreiger as he stopped at one of the numerous notice boards of Middenheim. But what would stop him leaving this time he thought to himself as he scanned the notices. He'd lost count of how many times he'd tried to leave Middenheim, but this time would be different, by the grace of Grungi nothing would stop him leaving. Each time he was let down, he took comfort in the fact that it was Grungi keeping him out of danger, that Grungi was watching over him like he was a child.

He recounted some of the many occurrences that had kept him in Middenheim. Like the first time when just as he was packing to leave, his uncle was struck down with illness and he was forced by his honour to stay and take care of the business. When Gordrell died several months later he had no choice but to continue in the job. A few years later, with his cousin fully trained and set to take over, the Dwarven Engineer's Guildhouse suffered severe damage as part of a well orchestrated racial attack. Every Dwarf was needed to rebuild the Guildhouse (and repay the debt) and he was no exception.

And so he continued for twenty years, building up hope only to see it taken away at the last moment, he'd even managed to get just outside of the gates at one time, but once again he was denied his escape from tedium. It wasn't just the fact that he craved adventure and excitement, it was that he was denied his creativity as a member of the Guild. The Guild abhorred new ideas and inventions, and his head was just swimming with them, such as his thoughts on machines which can fly! And so he is forced to keep his ideas and inventions a secret. "Aha!" he said aloud as he spotted the notice he was looking for:

**HIRED HELP WANTED FOR TRAVELLING  
GUARD DUTY TO BRETONNIA**  
*Minimal Experience Required  
Good pay plus food*  
**MUST supply own armour and weapons.**  
*Apply to: Gotfried Richthoven  
25 Ubahn Strasse, Middenheim.  
By Angestag 2nd at the latest.*

"Three days" he pondered for a moment as he scratched his heavily bearded chin "Yes, I should be ready by then!". And so with a glint of freedom in his eye he wrote down the address and made his way there. The interview for the job was easier than he could have imagined. As soon as they saw him they said "A Dwarf, good, your hired." And that was it, he was in.

After twenty years and countless attempts, Daedalus had his packing and farewell's down to an art form and one he undertook with relish. It was going to happen this time, he was sure of it. The business was doing fine, better than fine in fact, and he'd just finished the last contracted piece of Guild work two days ago. Adventure was so close now he could almost smell it, or was it just the sewers overfilling again. Whichever it was didn't matter, nothing mattered now except his forthcoming adventure.

Dawn on Angestag came slowly, or at least it did for Daedalus, but by the time it did arrive he was ready. Fully armoured and standing beside his equipment-laden mount was how the Caravan found him. By the time the stragglers had all arrived and the Caravan was ready to depart it was significantly later than dawn, and Daedalus had hated every second. With everyone mounted, the Caravan set off through the city gates, and Daedalus breathed an undisclosed sigh of relief. Passing through the city gates was like a rebirth to Daedalus, who had been in the relatively safe womb of Middenheim his whole life.

Then in the distance behind him, as the city gates closed, Daedalus could hear a familiar voice shouting. "Wait, wait, hold the gates. Daedalus, Daedalus, don't go there's been an accident. Daedalus..."

## Daedalus Kreiger

As a respected member of the Dwarven Engineer's Guild and with a half share in his cousin's business, one would expect

Daedalus to be settled and happy.

Unfortunately this is not the case, for Daedalus feels that his destiny lies outside the walls of Middenheim. For years he has tried to shake off the dust of Middenheim and go forth into the Empire to find adventure, but somehow he has never managed to make it. Every time he has tried to leave, something has prevented his departure.

He feels restricted in the city, and not just by the high set walls, but by the closed minds of the Dwarven Engineer's Guild. He can't understand why they are so hostile to new ideas and inventions, with their "If it was worthwhile the Guild would have tried it centuries ago" nonsense. Although he yearns to show them his inventions, he knows what their reply will be, and he's seen many a promising young Dwarf cast out and labelled a 'wet back' for their new fangled ideas and inventions.

And so he continues working in the city, waiting for the day when he can leave it all behind, and set off on his adventures. In the meantime he continues to invent, mainly on paper and sometimes with small working models, hoping for the day when his dreams can be realised. Some day he'll be able to fly, just like the wizards at the annual Middenheim Carnival, but his flight won't be through magic, it will be through mechanics. Then they will see him for what he truly is, a Dwarf of vision.

At the age of 82 Daedalus is not old by Dwarven standards, but his hair already shows signs of greying, and although he stands at just over 4'9" in height, he appears to be much shorter due to his weight. Overweight, even for a Dwarf, he has had to have armour specially made for him. But despite his weight he is fairly dextrous, and is alert enough to dodge many a blow that is thrown at him, which tends to surprise most assailants. The only real problem with his obesity is that he finds it hard to walk at the rate that most others do, and has gained the nickname 'Dead slow Daedalus'. Daedalus takes this all in his stride (as small as that may be), for he knows that he is destined for greatness, and that Grungi watches over him.

If given the chance, and nothing prevents him from doing so, Daedalus will be willing to join almost any party of travellers/adventurers, even if the pay is low or non-existent.

M	W	S	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	56	31	5	6	10	41	1	40	65	40	64	60	35	

**Careers:** Engineer, Ex-Artisan (Carpenter)

**Skills:** Carpentry, Drive Cart, Dodge Blow, Drive Cart, Engineering, Haggle, Magical Sense, Metallurgy, Mining, Read/Write, Scroll Lore, Secret Language - Guilder, Secret Signs - Artisan, Secret Signs - Dwarfen Engineer's Guild, Set Trap, Smithing, Spot Trap.

**Possessions:** Tools, Writing implements, Breast Plate, Arm Greaves, Mail Leggings, Mail coif, Axe, Shield, Gold medallion (family crest), Gold ring (Grungi insignia), 210 GC's.